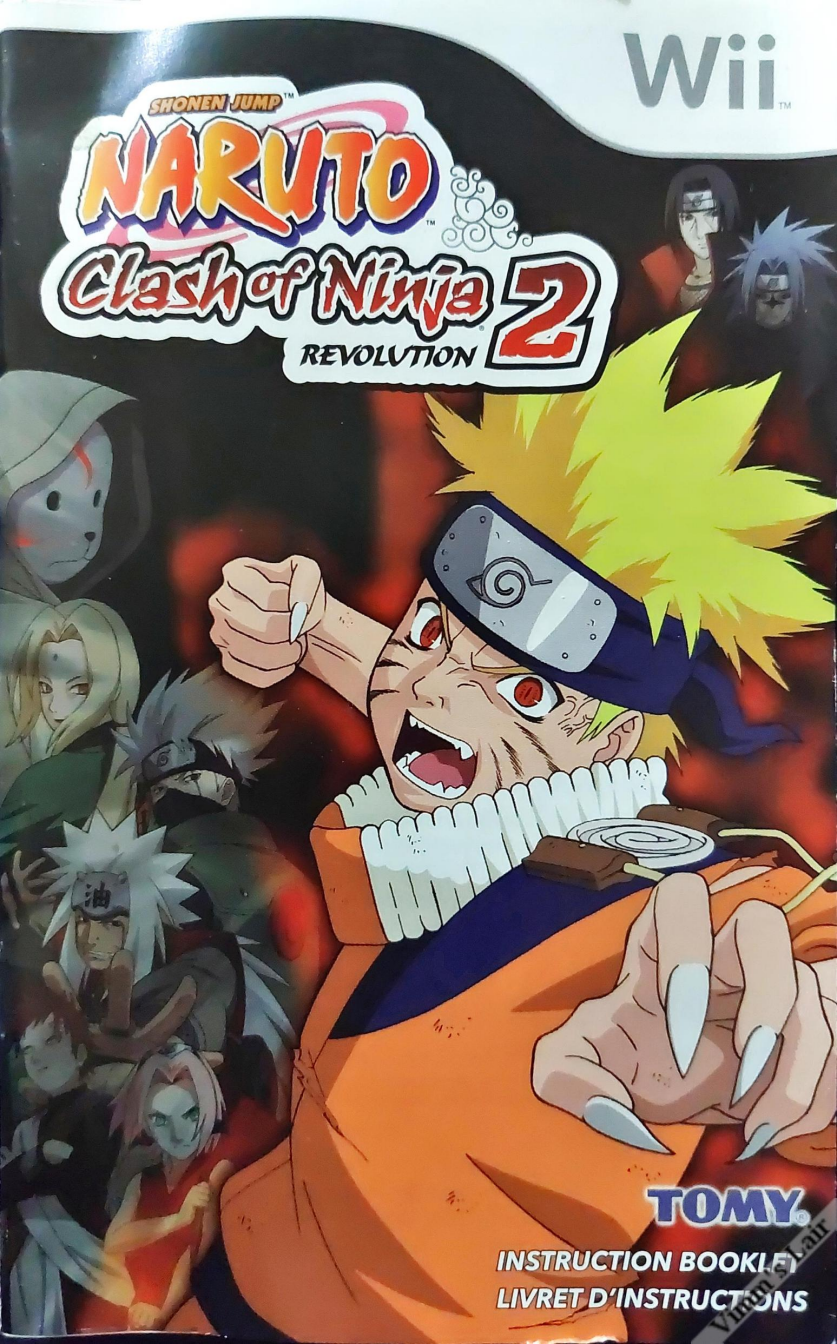

Wii
SHONEN JUMP
NARUTO
Clash of Ninja 2
REVOLUTION
TOMY
INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

TOMY CORPORATION
3 MacArthur Place, Suite 870
Santa Ana, CA 92707

This software uses specially-designed fonts created under license from Fontworks Inc. Fontworks and font names are trademarks or registered trademarks of Fontworks Inc.

NARUTO ©2002 MASASHI KISHIMOTO. All Rights Reserved. SHONEN JUMP™ and NARUTO™ are trademarks of Shueisha, Inc. in the U.S. and other countries. This product is manufactured, distributed and sold under license from VIZ Media, LLC. All Rights Reserved. Game and Software ©2008 TOMY. CLASH OF NINJA ® and © 2002 SHUEISHA. All Rights Reserved. TOMY and its logo are trademarks of TOMY. VIZ Media and its logo are trademarks of VIZ Media, LLC. D3Publisher and its logo are trademarks of D3Publisher of America, Inc. The ratings icon is a registered trademark of the Entertainment Software Association.

Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo.

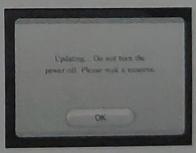
Licensed by Nintendo

Table of Contents

Getting Started 2
Game Controls 2-4
Advanced Techniques 4
Battle Screen 5
Character Jutsu List 6-8
Customer Support 9
Limited Warranty 10

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.



⚠ *CAUTION: WRIST STRAP USE*

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- **Make sure all players put on the wrist strap properly when it is their turn.**
- **Do not let go of the Wii Remote during game play.**
- **Dry your hands if they become moist.**
- **Allow adequate room around you during game play and make sure that all *areas you might move into are clear of other people and objects.***
- **Stay at least three feet from the television.**
- **Use the Wii Remote Jacket.**

Vimm's Lair

GETTING STARTED

1. Insert your NARUTO: CLASH OF NINJA REVOLUTION 2 Game Disc into the Wii console's disc slot. If it is powered off, your Wii console will turn on. The Health and Safety screen will appear on your television. When you have finished reading this, press Ⓐ.
2. From the Wii Menu, point at the Disc Channel icon with your Wii Remote and press Ⓐ.
3. The system will display the Channel Preview screen. Choose Start and press Ⓐ.
4. After the Strap Usage Screen and the introduction screens, the game's title screen will appear.

Starting the Game

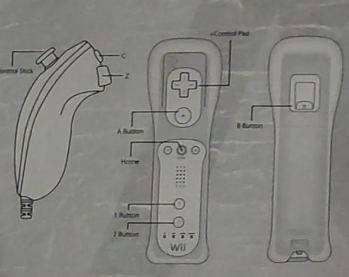
If you press Ⓐ while the Title Screen is displayed, you will enter the Game Mode Screen. Using the Control Stick, select a mode and press Ⓐ to confirm your selection. If there is Saved Data, the game will automatically begin from the Saved Data.

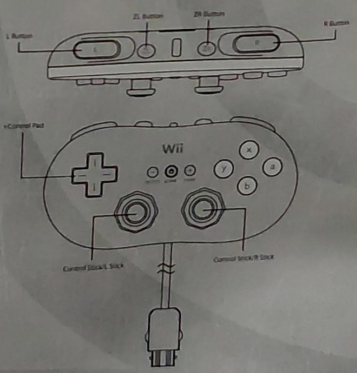
Saving the Game

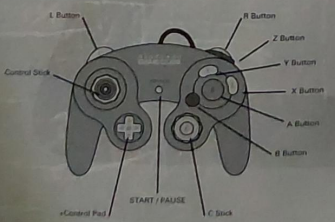
NARUTO: CLASH OF NINJA REVOLUTION 2 uses 1 block of Wii system memory for save files. Make sure you have at least 1 block free when starting the game.

GAME CONTROLS

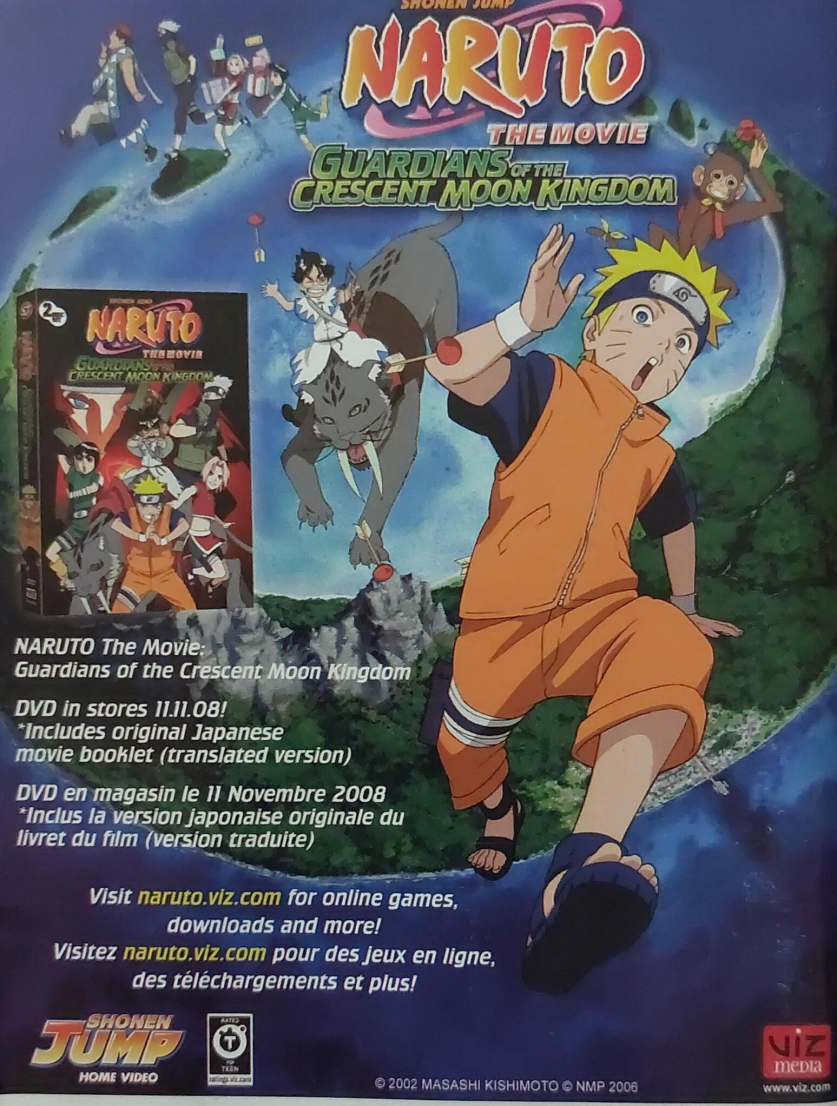
Players can choose from multiple control styles using the Wii Remote and Nunchuk Style, the Classic Controller, or the Nintendo GameCube Controller!







Vimm's Lair



TOMY®

TOMY CORPORATION
3 MacArthur Place, Suite 870
Santa Ana, CA 92707

PRINTED IN USA/ IMPRIMÉ AUX ÉTATS-UNIS

Vimm's Lair